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Richie Hindle

March 2003 Linux Journal, Volume 2003 Issue 107

Additional Information: full citation, abstract, index terms Full text available: html(16.46 KB)

Make advanced spam filtering work with your existing mail tools.

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2 Conversations with Clement Mok and Jakob Nielsen, and with Bill Buxton and Clifford

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Richard I. 'Anderson

January 2000 interactions, Volume 7 Issue 1

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1 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research

Full text available: pdf(4.21 MB)

Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 Surfels: surface elements as rendering primitives

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 Proceedings of the 27th annual conference on Computer graphics and interactive techniques

Full text available: pdf(500.97 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

**Keywords:** rendering systems, texture mapping

3 Session 2: Stopping outgoing spam

Joshua T. Goodman, Robert Rounthwaite

May 2004 Proceedings of the 5th ACM conference on Electronic commerce

Full text available: pdf(196.27 KB) Additional Information: full citation, abstract, references, index terms

We analyze the problem of preventing outgoing spam. We show that some conventional techniques for limiting outgoing spam are likely to be ineffective. We show that while imposing per message costs would work, less annoying techniques also work. In particular, it is only necessary that the average cost to the spammer over the lifetime of an account

exceed his profits, meaning that not every message need be challenged. We develop three techniques, one based on additional HIP challenges, one based ...

Keywords: junk email, spam

4 Integrating paper and digital information on EnhancedDesk: a method for realtime finger tracking on an augmented desk system



Full text available: pdf(3.96 MB)

Additional Information: full citation, abstract, references, index terms, review

This article describes a design and implementation of an augmented desk system, named EnhancedDesk, which smoothly integrates paper and digital information on a desk. The system provides users an intelligent environment that automatically retrieves and displays digital information corresponding to the real objects (e.g., books) on the desk by using computer vision. The system also provides users direct manipulation of digital information by using the users' own hands and fingers for more natural ...

Keywords: Augmented reality, computer vision, computer-supported learning, education, finger/hand recognition, infrared camera, perceptive user interfaces

5 Item-based collaborative filtering recommendation algorithms Badrul Sarwar, George Karypis, Joseph Konstan, John Reidl April 2001 Proceedings of the tenth international conference on World Wide Web

Full text available: pdf(257.88 KB) Additional Information: full citation, references, citings, index terms

6 Link capacity allocation and network control by filtered input rate in high-speed networks

San-Qi Li, Song Chong, Chia-Lin Hwang

February 1995 IEEE/ACM Transactions on Networking (TON), Volume 3 Issue 1

Full text available: pdf(1.90 MB)

Additional Information: full citation, references, citings, index terms

7 Spatial anti-aliasing for animation sequences with spatio-temporal filtering Mikio Shinya

September 1993 Proceedings of the 20th annual conference on Computer graphics and interactive techniques

Full text available: pdf(218.01 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: anti-aliasing, computer animation, spatio-temporal filtering

8 Future of simulation: Avatar kinematics modeling for telecollaborative virtual environments

Cristian Luciano, Pat Banerjee

December 2000 Proceedings of the 32nd conference on Winter simulation

Full text available: pdf(238.17 KB) Additional Information: full citation, abstract, references

This paper introduced the application of a more efficient mathematical representation of the kinematics of avatars, or digital human beings, in telecollaborative virtual reality environments (VRE). The human head, torso and arms were modeled as a redundant eight-degree-of-freedom kinematics structure using an excellent alternative tool to transformation matrices, called dual quaternions. This approach achieves an extremely fast and accurate iterative algorithm that converges to one possible solu ...

9 A measurement-based admission control algorithm for integrated service packet networks

Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang February 1997 IEEE/ACM Transactions on Networking (TON), Volume 5 Issue 1

Full text available: pdf(284.33 KB) Additional Information: full citation, references, citings, index terms

Keywords: predictive service, quality-ofservice guarantee, real-time traffic

10 Making contact: getting the group communicating with groupware

Andrew Cockburn, Saul Greenberg

December 1993 Proceedings of the conference on Organizational computing systems

Full text available: pdf(1.26 MB)

Additional Information: full citation, references, citings, index terms

**Keywords:** casual interaction, computer supported cooperative work, contact facilitation, coordination, groupware

11 An open meteorological alerting system: issues and solutions

Ian Mathieson, Sandy Dance, Lin Padgham, Malcolm Gorman, Michael Winikoff

January 2004 Proceedings of the 27th conference on Australasian computer science 
Volume 26

Full text available: pdf(247.56 KB) Additional Information: full citation, abstract, references

This paper describes an experimental alerting system under development by the Australian Bureau of Meteorology, initially targetted at (but not restricted to) the aviation sector. The system provides alert routing and filtering: for example pressure readings from automated weather stations may conflict with a local terminal aerodrome forecast, resulting in an alert being displayed to forecasters and other interested parties (such as airlines or individual aircraft). The multi-agent based design i ...

**Keywords**: artificial intelligence, distributed systems, real-time systems, software engineering

12 <u>Session P10: multiresolution and compression: Multiresolution feature extraction for unstructured meshes</u>



Andreas Hubeli, Markus Gross

October 2001 Proceedings of the conference on Visualization '01

Full text available: Additional Information: full citation, abstract, references, citings, index Publisher Site

We present a framework to extract mesh features from unstructured two-manifold surfaces. Our method computes a collection of piecewise linear curves describing the salient features of surfaces, such as edges and ridge lines. We extend these basic techniques to a

multiresolution setting which improves the quality of the results and accelerates the extraction process. The extraction process is semi-automatic, that is, the user is required to input a few control parameters and to select the operato ...

Keywords: feature extraction, geometric modeling, multiresolution models, surface representations, triangle decimation

#### 13 The many faces of publish/subscribe

Patrick Th. Eugster, Pascal A. Felber, Rachid Guerraoui, Anne-Marie Kermarrec June 2003 ACM Computing Surveys (CSUR), Volume 35 Issue 2

Full text available: pdf(456.46 KB) Additional Information: full citation, abstract, references, index terms

Well adapted to the loosely coupled nature of distributed interaction in large-scale applications, the publish/subscribe communication paradigm has recently received increasing attention. With systems based on the publish/subscribe interaction scheme, subscribers register their interest in an event, or a pattern of events, and are subsequently asynchronously notified of events generated by publishers. Many variants of the paradigm have recently been proposed, each variant being specifically adap ...

Keywords: Distribution, interaction, publish/subscribe

### 14 Structure and Flow: Notification for shared annotation of digital documents

A. J. Bernheim Brush, David Bargeron, Jonathan Grudin, Anoop Gupta April 2002 Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(554.19 KB)

Notification and shared annotations go hand-in-hand. Notification of activity in a shared document system is known to support awareness and improve asynchronous collaboration, but few studies have examined user needs and explored design tradeoffs. We examined large-scale use of notifications in a commercial system and found it lacking. We designed and deployed enhancements to the system, then conducted a field study to gauge their effect. We found that providing more information in notification ...

Keywords: annotation, annotation system design, notification

### 15 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan December 1997 ACM Computing Surveys (CSUR), Volume 29 Issue 4

Additional Information: full citation, abstract, references, index terms, Full text available: pdf(1.98 MB) review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computergenerated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels



Julie E. Kendall, Kenneth E. Kendall

April 1999 Communications of the AIS

Full text available: pdf(658.33 KB) Additional Information: full citation, references, citings, index terms

## 17 Forward image mapping

Baoquan Chen, Frank Dachille, Arie Kaufman

October 1999 Proceedings of the conference on Visualization '99: celebrating ten years

Full text available: pdf(284.31 KB)

Additional Information: full citation, abstract, references, citings, index terms

We present a new forward image mapping algorithm, which speeds up perspective warping — as in texture mapping. It processes the source image in a special scanline order instead of the normal raster scanline order. This special scanline has the property of preserving parallelism when projecting to the target image. The algorithm reduces the complexity of perspective-correct image warping by eliminating the division per pixel and replacing it with a division per scanline. The me ...

**Keywords**: Gouraud shading, anisotropic filtering, antialiasing, forward mapping, hardware, image warping, texture mapping

### 18 Item-based top-N recommendation algorithms

Mukund Deshpande, George Karypis

January 2004 ACM Transactions on Information Systems (TOIS), Volume 22 Issue 1

Full text available: pdf(240.61 KB) Additional Information: full citation, abstract, references, index terms

The explosive growth of the world-wide-web and the emergence of e-commerce has led to the development of *recommender systems*—a personalized information filtering technology used to identify a set of items that will be of interest to a certain user. User-based collaborative filtering is the most successful technology for building recommender systems to date and is extensively used in many commercial recommender systems. Unfortunately, the computational complexity of these methods grows I ...

Keywords: e-commerce, predicting user behavior, world wide web

# 19 Clustering intrusion detection alarms to support root cause analysis

Klaus Julisch

November 2003 ACM Transactions on Information and System Security (TISSEC), Volume 6 Issue 4

Full text available: pdf(285.72 KB) Additional Information: full citation, abstract, references, index terms

It is a well-known problem that intrusion detection systems overload their human operators by triggering thousands of alarms per day. This paper presents a new approach for handling intrusion detection alarms more efficiently. Central to this approach is the notion that each alarm occurs for a reason, which is referred to as the alarm's *root causes*. This paper observes that a few dozens of rather persistent root causes generally account for over 90% of the alarms that an intrusion ...

**Keywords**: Intrusion detection, cluster analysis, data mining, false positives, root cause analysis



David L. Tennenhouse, Vanu G. Bose March 1996 Wireless Networks, Volume 2 Issue 1

Full text available: pdf(1.18 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

The SpectrumWare project is applying a software oriented approach to wireless communication and distributed signal processing. Advances in processor and analog-to-digital conversion technology have made it possible to implement virtual radios that directly sample wide bands of the RF spectrum and process these samples in application software. The elimination of dedicated hardware introduces tremendous flexibility into a wireless communication system. Our approach goes further than the softw ...

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1 Session 2: Stopping outgoing spam

Joshua T. Goodman, Robert Rounthwaite

May 2004 Proceedings of the 5th ACM conference on Electronic commerce

Additional Information: full citation, abstract, references, index terms Full text available: pdf(196.27 KB)

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Keywords: junk email, spam

<sup>2</sup> Features: Spam, Spam, Spam, Spam, the FTC, and Spam

Eric Allman

September 2003 Queue, Volume 1 Issue 6

Full text available: pdf(1.28 MB) html(29.58 KB)

Additional Information: full citation, abstract, index terms

A forum sponsored by the FTC highlights just how bad spam isand and how its only going to get worse without some intervention.

The Federal Trade Commission (FTC) held a forum on spam in Washington, D.C., April 30 to May 2. Rather to my surprise, it was a really good, content-full event. The FTC folks had done their homework and had assembled panelists that ran the gamut from ardent anti-spammers all the way to hard-core spammers and everyone in between: lawyers, legitimate mar ...

3 Search engineering 2: Mining models of human activities from the web Mike Perkowitz, Matthai Philipose, Kenneth Fishkin, Donald J. Patterson May 2004 Proceedings of the 13th conference on World Wide Web

Additional Information: full citation, abstract, references, index terms Full text available: pdf(582.93 KB)

The ability to determine what day-to-day activity (such as cooking pasta, taking a pill, or watching a video) a person is performing is of interest in many application domains. A system that can do this requires models of the activities of interest, but model construction does not scale well: humans must specify low-level details, such as segmentation and feature selection



of sensor data, and high-level structure, such as spatio-temporal relations between states of the model, for each and every ...

Keywords: activity inference, activity models, rfid, web mining

## <sup>4</sup> Paranoid penguin: Hardening sendmail

Mick Bauer

April 2002 Linux Journal, Volume 2002 Issue 96

Full text available: html(26.36 KB) Additional Information: full citation, index terms

#### <sup>5</sup> Digital villiage: digital politics 2000

Hal Berghel

November 2000 Communications of the ACM, Volume 43 Issue 11

Full text available: pdf(869.34 KB)

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